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FLAME HEAD

... SINCE
LAST ISSUE
AND FLAME'S
ENCOUNTER WITH
BURN, HE'S
BEEN SCARED
BY THE POWER
AND RIGH-TEY-
TEAM "THE
WHEEL-ED-
DRAGGINS"...



PHWEEEP!!!



Cartoonists, note, Don't try this at home! ☆



LOADS OF BALLS



G

et your mitts on those big American balls with the splendidious (somewhat Cyberball competition. To win one of the ten full-size American footballs all you have to do is answer these three simple questions (thinking up hard ones is beyond us).

Which of the following kitchen appliances is William Perry better known as?

- 1) The Blender
- 2) The Fridge
- 3) The Gas Stove

What is the maximum number of players an American football team can have on the pitch at any one time?

- 1) 11
- 2) Less than 10
- 3) 5

What does an American football resemble?

- 1) An egg
- 2) A large sausage
- 3) A pineapple



THE
BEST
OF
COMMODORE
64



THERE WILL BE MOMENTS WHEN YOU'LL WISH YOU HADN'T TAKEN OFF!

F-16 Combat Pilot gets out of the shop!
— game of the month, The Gaming Magazine

The mix between action and realism is terrific!
— ACU and MSX — Advanced Computer Entertainment

F-16 Combat Pilot wins fourth place!
— 5 stars game — New Computer Express

I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning — interceptors closing fast! I quickly select dogfight mode and join a Schwarader War both fire at the same time — stuff and a high-grunt outmaneuvers his rival. A loud explosion tells me he's not so lucky.

F-16 COMBAT PILOT

Flying fast and low, I turn my F-16 towards my target. Time to switch to the ground radar and aim the laser-guided Mavericks. I fire six missiles in quick succession. Lantini automatically locking on to each tank. With fire burning around me I dash for cover and head for home. Approaching base, I contact the tower and request a holdover for my night landing.

Enter your F-16 Combat Pilot now simply telephone 0275 694024
or visit www.f16.com to order your copy today.



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F-16 Combat Pilot is a winner in C64 programming — a true achievement!
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AND IT WORKS ON COMMODORE64 AND C64 systems in 1.2" or 3.5" disk (C64) or CD-ROM (C64) systems (C64) or CD-ROM (C64)

DATA

With Mr. Sparks

Alternative embarks on a steamy hot relationship with its latest licensing deal. Yep, Thomas the Tank Engine has signed away his pixelation rights, and he'll appear on a computer near you soon. The Fat Controller will have to go on a diet though, as there may not be enough room in the memory to contain his flabby sprite.

Thomas will be yours for good for the paltry sum of £2.99. Altogether now "We love Ringo! We love Ringo!"



The Midi Music Show, at the Novotel, Hammesmith on 7th and 8th of April, is one of the largest, funkiest,

loudest shows of the year.

It'll have everything that an aspiring shoos, loak and bamel would need to launch their teeny bop career off to a flying start. There'll be guest appearances from top performers, producers, writers and programmers and you can bet that the event will be ear shattering.

Tickets cost £10 and are available on the door. You never know, you might even meet one of the YC lads! Cool



UNCLE SPAM'S FRITTERS



Ingredients:
1 Spam
1 egg
1/2 cup flour

Instructions:
1. Fry in oil
2. Fry in oil

1. Cut the Spam into small cubes, about 1/2 inch square. Drain the oil, and pour it back into the pan.
2. Beat the egg and mix with the Spam cubes. Add the flour and mix well.
3. Fry the Spam cubes in the hot oil, about 2-3 minutes on each side.
4. Drain the Spam cubes on a paper towel.



Is it the Spam - can you spot the spam in the picture below?

Spam is the registered trademark of a quality chopped-meat product manufactured under license by Newforge Foods from Sirs A. Henson & Co.

Spam is a lovely addition to any meal. In a recent test, by the FC team, it has been decided that a good old thumbs-up must go to Newforge Foods Limited for presenting us with a product that is both nutritional, and Fun! Fun! Fun!

Containing a minimum 90% of pork, there is no staling on its taste value, and we use the day that a vegetarian version of Spam is introduced. If you feel your meals need a little bit of 'spicing' up try a Spam timer, or perhaps just plain slices, they'll not only brighten up your plate, but also your day!

"It's the World Cup this summer, isn't it?" "Yeh, let's do a really original game to coincide with it!" "What's that then?" "Death Bike Ninjas with a load of 'Pill'!" "Nah, never work. I've got a better idea, let's release a FOOTBALL game!" "Yeh, let's!"

The above is a rough estimation of what may have been said during a Virgin Games meeting not too long ago. So in order to follow the rest of the pack, Virgin has its pending release, 'World Cup Soccer '90'.

Being a conversion of the arcade game with the same name, it'll be ready (with nasal hairs crossed) by May, and released around then. Does it feature anything different from the rest of them? Nah, not really!

By the way, you all know that Virgin is also developing Monty Python, Golden Axe and Vag, don't you?



THE COMPUTER INDUSTRY KARMA SUTRA

No. 7

Dr... I think this says it all really?

DATA

Funcom - Reviewed
 But even that one of
 the hottest releases to
 come out any time
 (Eutaw 4.8)



▲ Why's the gamehead
 in the middle?



▲ Escape
 from the
 planet of
 the
 (Jovial)

Domark is on the brink of being so funky that it's self will
 explode. Escape From the Planet of the Robot Monsters and
 Rax are two completely radical games on the Tengen label
 that are to come out way so soon that they may arrive before
 you have been born.

As we all know, the Tengen label is devoted to conversions
 of Atari coin-ops, and Escape From the Planet of the Robot
 Monsters is no exception. It's almost as ludicrous as its title as you
 run around on the surface of Planet X blasting all sorts of robots,
 who are controlled by the evil (with a capital E) Reptilians. The
 Reptilians have but one task, to decap Earth (blimey, arked!).
 You must stop them in a simultaneous two player kind of like
 game.

Rax is not as stupid as its name suggests, being a rather
 more serious puzzling type of game. It is being released at the
 same time as its arcade counterpart (a first as far as we know)
 and it has been described as a sort of Tetris with chunky bits.

Both games will retail for around £9.99 Cass, £14.99 Disk.

THE CAT CAME AND KNEW AND CALLED TO MOONSHINE

THE INCREDIBLY STUNNING
SPEAKEASY CHART —
TOP 30 COMICS

1. Legends of the Dark Knight (4)
2. Batman 444 (DC)
3. Sandman 13 (DC)
4. Amazing Spider-Man 330 (Marvel)
5. X-Force 51 (Marvel)
6. West Coast Avengers 56 (Marvel)
7. X-Men 255 (Marvel)
8. Fantastic Four 337 (Marvel)
9. Detective 611 (DC)
10. X-Men (Marvel)
11. Alien's Vol 2 No 1 (Dark Horse)
12. Justice League Europe 11 (DC)
13. Wolverine 21 (Marvel)
14. Avengers 315 (Marvel)
15. 2000 A.D. 661 (Fleerway)
16. Swamp Thing 92 (DC)
17. 2000 A.D. 661 (Fleerway)
18. Doom Patrol 29 (DC)
19. 2000 A.D. 663 (Fleerway)
20. 2000 A.D. 662 (Fleerway)
21. Punisher War Journal 15 (Marvel)
22. New Mutants 67 (Marvel)
23. Crisis 35 (Fleerway)
24. Wolverine 22 (Marvel)
25. Hellblazer 35 (DC)
26. Punisher 30 (DC)
27. Daredevil 377 (Marvel)
28. Crisis 36 (Fleerway)
29. Spectacular Spider-Man 161 (Marvel)
30. Ecce Homo 19 (Marvel)

Chart compiled by MCMCITY — The
City of the Comic Trade. For
information, supplied by Comic Shops
Nationwide.



There's a new B, infrared
joystick in town and it's big
and chunky!

Spektravideo has
launched the latest in a
line of joysticks that no
longer require a wire to
keep it moving. You can
wave it in the air and
even act like Stone Roses.

At the price of £39.95 it
may be out of the price
range of most, but who
cares when it looks as
funny as that!



Yes, it's a buggin' what resistance does it
have? Buggin' out!



Yes, it's the greatest
looky book, we don't
know what!

One company that is working like complete buggery is Accolade who has a long long releases on the way (not all of them are sound).

The Cycles is about something or other that I can't quite remember or the moment, but we're assured that there's lots of speed, fumes, and girls involved — sounds like a warehouse party to me. Hardball II is the sequel to, wait for it, Hardball and is mostly more of the same sort of baseball type of thing, although with better graphics and extensions and things.

Powerboat USA is a simulation of high speed Superboat racing. Can you zip through the waves in order to win a race? Would you want to bother? Would you throw your guns up over the side?

But the piece de resistance is certainly Bar Games, a simulation of the sort of things that grown-ups like to do in pubs? Like hell, c'mon who goes to a pub to play liar's dice, beer sliding, or ride a mechanical bull? Nor me matey, I'm off on a lager frenzyeeee!!! (The wet T-shirt contest sounds good though).



CHILLER

Virgin Mastertronic - YC March

POKE 22957,173 - Unlimited energy

5Y3 50758 - To start the game



HACKATAK

WITH KIRK BUTTER

Captain Kirk beams down some really funky tips for people stuck in a jam.

Welcome to yet another gameplaying installment of Hackatak. No doubt some of you have had trouble with the games given away free on the magazine cover? Well worry not, most of them have had the Hackatak requirement, not to mention, of course, some of the latest games. Well, stop reading this crappy intro and get poking this is a family magazine - 5Y3

ACTION BIKER

Virgin Mastertronic - YC March

POKE 19207,47 - Unlimited lives

5Y3 13212 - To start the game



FINDERS-KEEPERS.

Virgin Mastertronic - YC Jan

PCMC 29787, 3s - PCMC 29788, 9s -
PCMC 29789, 1.5s - Ultra Lives

293 49132 - To get funny

NINJA

Virgin Mastertronic - YC Feb

No Pokes I'm afraid, just a map and a few tips. The first level is wrap-around so keep track of where you are. To complete the game you will need six idols, when you have the sixth idol go to The Chameleon (you cannot enter here until you have all six), and take the last idol. To finish the game (make sure you have 7 idols), go to the starting screen and go up one or the end-of-game message.

THUGS

These are no problem, two high kicks or throwing stars will kill them.

KARAKETAS

Be very careful with these guys, their energy goes down very slowly. The best way to deal with these nooks is to throw all your stars at them and if possible pick them up again and throw them back, if you can't do that a couple of flying kids will do.

NINJAS

Mostly very noisy. Whenever you do do not throw stars at them as they will only throw them back at you. A flying kick is the best way to dispatch any Ninja.

TUSKER

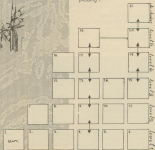
System 3

A very handy little cheat too, although I have not had the chance to try it out. At the start of any level walk right to the right screen position yourself at the bottom of the screen, whip a joystick in port 1 and press fire. You should now appear on the last screen of that level with all the objects you need!

CHASE HQ

Dozen

Start the game, hold down the fire button and type GROWLER. You can now see the time by pressing 1.



SUPER WONDERBOY

Activision

Yes, I know we pulled this game too bits last issue but I've found a nice little cheat. Locate the door that hides the end of level rocky (using last month's definitive description) and stand in front of it, release a bomb, fireball or whatever and hit the SPACE BAR. Once inside, the rocky will die leaving you free to collect the goodies.



MONTY ON THE RUN

Rixx

This game is a classic, re-released for under a fiver. If you don't have it, get it now! If you do and get a high score, enter your name as I WANT TO CHEAT to go into cheat mode. Easy!



SPACE HARRIER

Enzone

Yet another old, but rather playable game that gets the Hotshot treatment.

POKE 501D - Unlimited lives

3F3 242B - learn the game

There are, as I'm sure you've noticed, quite a few reset poles this month. Anyone but those who has not got a reset switch but likes to take a chance can use the following method to reset the humble C64.

First, you'll need a paper clip, got that? Good, now look at the back of the computer for the USER PORT. Inside is a PCD numbered 1-12 (see diagram), you need to touch pins 1 & 3 (at the same time), with the paperclip. This will reset the C64. This is done however



as your own risk, YC will not be responsible for any knocked C64s or angry hot-dos. You have been warned. If you muck it up and kill the 64 you could try giving it a new 1.5 amp fuse. A big thank to my

brother Jack Putter for the great artwork.

Well that's it for another month. Tune in next month with all your (winking) C64s. This is Kirk Putter saying goodbye. Goodbyeeee!

Space 128

Pin	Type	Value
1	Input	0000 0000
2	Input	0000 0000
3	Input	0000 0000
4	Input	0000 0000
5	Input	0000 0000
6	Input	0000 0000
7	Input	0000 0000
8	Input	0000 0000
9	Input	0000 0000
10	Input	0000 0000
11	Input	0000 0000
12	Input	0000 0000

Pin	Type	Value
1	Input	0000 0000
2	Input	0000 0000
3	Input	0000 0000
4	Input	0000 0000
5	Input	0000 0000
6	Input	0000 0000
7	Input	0000 0000
8	Input	0000 0000
9	Input	0000 0000
10	Input	0000 0000
11	Input	0000 0000
12	Input	0000 0000



he starts loading sporn and Dr K spends yet another busy evening in the office. With a drop of embryonic fluid and yet more sporn the doctor creates the ultimate assassin by the judicious use of the secret genetic flower upon their cells and in you go Dr. K and Ben, leaving the doctor behind and who could be more deadly in split screen action as



Ben would be sold perhaps, if you were Jim Swenson, that this game is designed to be used at any time. Extra ammunition can be collected on route but you

progress the complexity of the more increases. At first you find yourself running around a few large buildings but before long you are crossing bridges

surprised. Around level five the enemy is surrounded by a suspiciously clear area. As you run for home barely looking down appear with rocket launchers.

If you're expecting an attack around the next corner you have two

Supplier: U.S. Gold
Price: £9.99 costs
£14.99 disk

options. You can come out blowing and hoping for the best or you can hug the walls. Hugging walls is effective but you still have to deal with the dome, although by hugging the wall and posing the enemy you



the two players seek the vulnerable places in the Dr's complex to plant their bombs. In only one player is active only half the screen is used. Although this may seem a little limiting, two players tend to cause more confusion so you can go to a bomb site to plant a bomb to make occupied by the other player's bomb. Just then the game's two players make light work of the laser domes.

Armed with a rocket launcher, machine gun and a limited number of atomic bomb grenades you battle your way through the various maze-like levels where the rocket punches one of the ammo you can switch to the machine gun but the grenades can be

other move to blast a few bodies to get it.

Collecting the ammo is important as you start the next level with your remaining ammo.

A small radar display at the top of the screen shows the layout of the level with a box

marking the area you are in. This display shows the locations of all objects, ammo and villains and the process which mark where you must place the bombs. By watching the radar during play you can prevent those nasty surprises incurred when running around a corner into a gun firing dome.

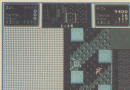
From all three bombs within the time limit and you can find yourself dodging for the nearest exit before destruction and death. As the levels

spanning toxic laden rivers or running through domes filled rooms with twisting automatic doors. The landscape is not the only feature of the game to change. Intel clones are either unarmed or carry small fire arms but later levels provide a few nasty

Ben and Andy give little girls candy can crack from behind.

There is plenty of blasting and dodging around in this game but unfortunately you can't shoot your fellow player. Not a bad game but the graphics could be a little sharper.

AP



A life in the FBI is not happy. It's just as well that you're not in the FBI.

Supplier: Origin
Price: £19.99 Disk



KNIGHTS of LEGEND.



A. Cool, isn't it? But not!



A. It's a pub! It's a pub! Well it looks like a pub to me.



legends tell of a brave
few who would risk
■ everything for the tear
in a fair maid's eye. Or
the chance to put one in
her eye. ... heroes (or anti-
heroes) are truly the stuff
that myths are made of
and song-writing dreams.
Origin's latest role-playing
epic lets you put together
A fighting force to
combine powers of good
or evil as you see fit.
Under the rather loose
rule of the Knights of Legend
you can control up to six
characters to explore the
sprawling realm of
Avalonia.

Knights of Legend has
large advantages over
smaller role-playing epic
type games. For one, you

can have up to sixteen
characters on your saved
disk at any one time. Any
of these, from one to six
of them, can be bought
into the world of any time
you wish. Thus, you'll be
able to dash in your 12th
level wizard to help to
hand if your first too
tough for your fifth level
warrior troop. The variable
number of players is useful
for those who like a
challenge, just try
completing the game
with one player only.

The game is
beautifully produced. The
box is very heavy, and it's
handily slipping when you
open it up. Inside, there's a
130-page book which fully explains

anything you ever wanted to know about the game. There are comprehensive details about spellcasting; combat is fully broken down into the various steps to take; the history of the world is presented in Saga form; and a breakdown of the various races, classes and their powers. Also inside are the four - yes, four - games class, and you'll need a blank disk for your character too.

There are over thirty types of characters to play. These vary from the bog standard Human Knight to Elven Pyar and Dwarven Ordabee, as well as the Keleian - a small thin race, a sort of ally between Dwarves and Elves - and mages and females get different character options. Each character has to have a graphic chosen for it. This graphic can be edited completely using the character or shield edit option. This means that every character is different and adds your own personal touch to the

game.

The magic system is ingenious. Every spell consists of a word of power. This is formed by construction of the word using eleven syllables. These are used in sequence for the spell effected; the star (or obelisk) it will effect; the severity, range, duration and subclass (the non-player character ignored). This will result in a word like ARAHAYTIA which heals an Elf or moderately long range. Type in the word, cast the spell and word will back!

Combat is handled graphically. The announcement that an ambush has been sprung is made, then the onset is shown in plain text. Four types and the party are shown, and several options open to you are listed on the screen's base. You will have to move your team into close range to engage in melee. However, spell attacks and bow attacks can be made at longer ranges, if you feel the



▲ And the sun set. So do the Jests



▲ The more about town is pink and brown

indication you can attack your own party but it's not advisable!

The combat is far more comprehensive than is usually the case. You can choose the form of attack, a defence, to run away, do nothing or whatever. The round begins with you selecting your options in turn. Then the sequence begins. The results of each exchange of weapons or spells are displayed at the bottom of the screen. On screen are the options, plus the weapon you're using, and a picture of your body with any injuries at all. Once a character dies, your strategy must change. You get awarded and/or lose points (and gold). The character you wish to heal the goodness of your own attacks will work for you.

The graphics are very well done. The graphics are presented in 32-bit and up to 16-bit resolution. There you can choose a graphic which describes the outside. Then the owner greets you according to who is the leader and

offers you his services. Any decisions are dealt with by the character in question only. To equip any other character means going outside and sneaking again. This is unavoidable because of memory space but is a bit of a shame. The team can be saved by going into a tavern and resting for the night. Every shop owner can be asked questions or you can listen to rumors.

Knights of Legend is a tremendous achievement given the limitations of the 64. Selecting a gigantic fantasy world has been done in such a complete way on the machine before but not with this degree of success. And at the cost of about 32 lbs of Spinn it's got to be worth a look from roleplaying games.

AC



▲ Just look at the detail, very PC sized



▲ Ugh. Ugh. Dobby men, goblins, glibers, whoops!

96%

more

Weird

Supplier: Rainbird
Price: £9.99 (Cass) £14.99 (Disk)

dreams

Weird Dreams is a weird game. A very weird game indeed. To really get into the game you'll have to read the novella that comes with it. The story is as follows. You are Steve, the victim of a prank. This is no ordinary prank though. A Doorman, in the shape of Emily, a girl of your work, has given you a mind influencing drug. She then establishes a mind contact

with you, and the result is a series of frightening dreams.

But this Doorman activity has not gone unnoticed. There are powers that rule over these actions. The guardians as they are known have been

monitoring Emily's progress and have locked her down. Now she has taken possession of your mind entirely, just as you have gone under the surgeon's knife for exploratory brain surgery! You have gone both into dream sleep. By negotiating your dreams, you can save your sanity and your life. This is a

refreshingly detailed scenario, which makes a change from two-page-dream-cereal box-type write ups.

Anyhow, the game involves Steve's efforts to escape brain death. Being set in a dream world, you'd expect the game to be a little on the strange side to say the least. And it is. To start with, you've been shrunk to a size equivalent to a tin of Spam. The game starts with you at a foreground. Not on a side, or at a sidehow. Nope. You begin inside the candyfloss machine. Little fluffy pink lumps of



A. Asimov

78%



you're a
wrecked sheep
thing.
AFA



★ STARFLIGHT

Price: £14.99
Supplier: EA



SHIP CONFIGURATION

CARGO FOOD...

SECRETED NO
MISC. LAUNCHER
LASER CANNON

CLAS...
FOOD...
MISC...
LASER...
CANNON...

CARGO FOOD

SECRETED NO
MISC. LAUNCHER
LASER CANNON

CLAS...
FOOD...
MISC...
LASER...
CANNON...

SELECT OPTION ++ AND PRESS BUTTON
BALANCE: 22000

BUY SELL REPAIR MAINT EXIT

240 2-01



DATE: 01-10-01-4020
TIME: 01-10-01-4020
SHIP: 0 0 0 0 0 0

NAME: 0 0 0 0 0 0
AGE: 0 0 0 0 0 0
SEX: 0 0 0 0 0 0
RACE: 0 0 0 0 0 0
JOB: 0 0 0 0 0 0

THE END OF THE LINE

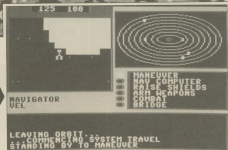
73%

Through the vast expanse of space you hurtle with one eye open for hazards, the other for profits. As a newly commissioned captain of a space exploration ship you must boldly go etc, etc, seeking out not only new worlds for colonisation but profitable items to sell back at base to fund your mission.

The game starts in the Arth space station. Here you select your crew from the many alien races and train them. Once happy with your crew you will, along to the ship configuration door. Here you new ship and purchase any ornaments

and armour you can't really afford and then visit the orbital boards. Information viewed here will impart gossip, news of trouble spots or possible items of interest and give details of your mission. After your task is to explore the planet(s) and around your solar system collecting minerals, alien life forms and if lucky, artifacts. All these items can be sold in the market place on board the station. With your profits you can refuel and upgrade your ship. It's best to spend as much time as possible on the training of your crew, especially in the early stages of the game as the

CROPPED FOR
AND HAM



ability of the crew greatly affects their efficiency. It is all too easy to become lost with a poorly trained navigator or receive scant or misleading information from a novice science officer.

Once past the code wheel and into orbit your navigation officer takes control. You guide your spaceship around the system or, if you are feeling lucky, out of it. Beginners should stick to local planets as the big V has all sorts of hostile worlds and debris in it. Once

missions will give you cause to scavenge the more distant planets as resources run low and alien encounters on the ship comm's scan lead to either valuable information or combat depending upon the stance you choose (friendly, hostile or deadly).

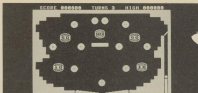
When in orbit around a planet the science officer can implement a scan. Using the information gained by the scan you decide whether the planet is worth

colonizing (a large line is imposed for the logging of unsuitable planets). Landing is a simple affair of selecting a site from the projected map and descending.

Once on firm land the terrain vehicle depots in search of mineral and alien life forms. The scale of the view can be changed to show local deposits and the location of your ship. It is worth noting the coordinates of your ship before you begin any major explorations as it is all too

easy to become lost. If weather conditions are less than perfect crew members may become injured and the doctor's medical skills will be tested. Running out of energy in the terrain vehicle means a long walk back to the ship.

There is more past than gameplay but despite the console's drawbacks and the general slowness of the game there should be enough adventure in this package to satisfy most players. **AP**



International Arcade Action.

70%

Supplier: Wicked Software
Price: £12.95

Oooh, I've gone wobbly at the knees, there are more games in this package than there are ways to carve sperm with a chainsaw. Fifty games on a cassette for less than the price of a dish game sounds like a bargain to me and it is.

As you may suspect, the quality of these games leaves something to be desired but all are playable and mostly good fun. Even if you hate each and every game it is going to take you a couple of days to play all the games on the tape. Many players will recognise the genre as that of the magazine

listing. The programs may be short with poor sound and graphics but some are real gems and others are so bad they are classic.

The adventure begins with *Tapседа Run*. We all remember this game and its variants (basically space invaders without the falling bombs or the invaders). Move your sub from side to side launching your tapседа at the ships which sail in three rows above you. No fancy effects or graphics, but back to basics with a simple blast.

Arcade Baseball is a game example of how to do something complicated in a blame

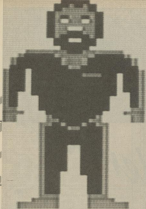
but simple way. From the central pitcher's box a ball descends the length of the screen. By hitting the space bar the blob at the bottom of the screen begins its horizontal journey. If the ball connects with the blob it bounces its way to the pins at the top of the screen. Alternating pins indicate how many bases the player manages to steal while others indicate the shot was out of bounds. Hit the ball back up the centre of the screen and the pitch flashes as you hit a home run.

The average gamer is less than fit (so many hours spent slumped over a terminal with half empty cups of coffee filled with dog drock), but this little program may help. Select your level of fitness (gross) and follow the movements of the little

blob on the screen. I found watching this program going through its paces a bit boring.

2D Tennis is one of the two player games found on this cassette. Players move their ball like players on a tennis court as you try to bounce the ball past the opposition. *Pin Fighter* reminds me of those early 80 games where two players fought around the edge in headlocking. The most of the game is to make your fellow player ten times. Rushing forward on the joystick gives you an extra boost for speed but the best tactic is to use the wraparound feature of the screen to take your friend by surprise.

The *Pinball Arcade* is one of the weaker games in the collection. These are balls and circular cushions with a variety of values



A Greasy Golf player targets the hole.

but the player movement is very smooth. Even a perfect hit from the supports to send the ball into the further reaches of the screen.

What would be a compilation of listing-type games for without a golf program? Greasy Golf places you in the classic (and pure) of golf's old simulation—the one-screen

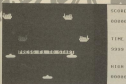
count is stored in a 100,000-section computer memory pool, ready, steady, go! By moving an illuminated pixel around the desktop you choose the direction of the shot, even into the ground if you so desire. By depressing the fire button you can select the power of the shot. If a player shot beyond the distance he'd intended to reach,

the ball will start to vibrate. You can see it when the ball is up to partridge of the earth before whacking it. When you're green, the view changes to a 3D effect showing the lay of the green and as before, a movable third pixel indicates the direction of the shot. Get the picture? Well, the director might say you're mental, but it's

real. Each screen has some text and that in a different order.

Greasy is the compilation, expecting to be liked by superb gameplay, graphics and sound, but do expect nothing but hours of joyful playtime as you dig through the roots of many already great titles. AP

What do you think of these two players on a baseball pitch?



A Web Site Sports, now it's go! (batter)

Supplier: Firebird
Price: \$9.99 (Cass)
\$14.99 (Disk)

According to the blurb, the P-47 was the principle American fighter during World War II. The game fails abysmally to live up to the history of the plane though. The storyline goes like this: there isn't one. You have to pilot your P-47 through the various levels of the game, blasting anything you meet with your guns. The graphics language is wide ranging and directly. Small planes shoot bullets at you. Larger planes shoot bullets at you. Small ground units shoot bullets at you.



Thunderbolt

Some of the end level death machines are so big that it's doubtful whether they would fit on the continent that they're supposed to inhabit. And while you're shooting them there's no indication of any damage you cause. The sprites flicker and jerk as they shift uneasily around the screen.

The game itself is actually fairly playable, if a little too easy for my liking. The fact that you keep your extra weapons after death is surprising and makes the game

even easier. The backgrounds are indistinct and uninteresting and the whole game seems a bit anemic.

I can't imagine how anyone, let alone a company of Firebird's reputation, could release a game which is so blatantly mediocre, yet surely destined for the dustbin before it was written. Perhaps a budget house could have been sold it. At twelve (just on disk) for \$11 ms of 3pm in a can. It's bloody awful value for money. Buy the 3pm instead, cook an exceptionally large friter with it and throw it around the room making machine gun noises. It's bound to be more entertaining (and easier to eat). You're less likely to be sick as well.

ACC



14%



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YCB9-1



Supplier: System 3
Price: £12.99 Tape

VEND

With the impending sentence of Charles Bronson as a gun

trialing team
eliminator,
and the
major star
in the
vigilante
stakes
being a
man dressed in a

giant rubber bar suit
make it, need for
a more able
bodied person
rotate on the
entire criminal
element.

Vendetta offers
YOU this chance,
because through
misfortune and a sorry
twist of fate you have
got probs so large
that they could be
smung together
and used as
the Chunnel
Tunnel.

Since your
return from
Vietnam, things
for you have not
so much gone down hill,
more plummeted from a
stokingly large mountain,
for one of your greatest
enemies in the army is now
the chief of the local
police force, and a doctor
friend of yours and his
niece have been

kidnapped by a large
terrorist group. The doctor
had invented a rather
mean, lean weapons
system which could be
used to very ill effects.

With muscles
pumping, gun strapped to
back, and customary
control pants flapping in
the wind, your task to
rescue them begins.

Unfortunately YOU are
suspected of the
kidnaps (a way of
getting at you by
your Viet Cong
'friend') and the
police have been
instructed to bring
you in, with

extensive force if
necessary. So not
only are you after
the terrorists, the
police are after you, and
the terrorists are

after world supremacy
(and small, square
minny things are after
dinner mints).

The way in which
Vendetta is presented

though is
certainly not
as complicated
as the plot, and

for those easy to
grasp, with our purely
opie-like brains, I'm sure many
of you are familiar with
System 3's other incredibly
amazing arcade

adventure game series,
Loan King's 1 and 2, and
the 3D games system
which they both use.
Vendetta uses this system
too, although it is rather
more extensive than ever
before.

It is also only half of
the game as there are
many levels and each
alternate level is one of
two separate styles of
gameplay. The second
comes into play when you
have found a female and
the ignition keys during
the adventure part of the
game. Yep, you guessed
it, the second game style
used is a driving game.



A. There's so
many
levels that
this looks
like the
Complete
Shogun
wheel!
Perhaps
there's
more death
though.



ND ETTA



this mixing the best (and most popular) of both worlds.

This is no average driving game though, as it could be described as a Chase HQ variant, although it is far far better than the official licensed version. It is probably the best that could ever be done on a C64, and this is only part of the game.

Coming back to the 3D version, this is where you realize that Vendetta is truly special. Not only is there more than the average amount of mapping, object colliding, and room searching to be done, but unbelievable quantities of enemies are just begging to be given hot leaden suppositories, thus pleasing the shoot them 'til they're-mush brigade.

And although the game is multiboot, this is absolutely no bother whatsoever and only helps to allow the

programmers to make the game absolutely ENIGMATIC. There is also the added bonus for your pennies of a free limited edition watch with the first 10,000 copies so you'd have to hurry to grab one.

The graphics are absolutely perfect, and the sound is superb, the bundle is linked with pure glue that helps shine over any small minor inadequacies. Vendetta is not just the best arcade adventure ever, it opens a new meaning for the term.

RM



There's a hole in the road! Sometimes better pick it up before that tyre bursts! A



#1 rated on
Amiga
shoot the
bag out of
him
anyway!

94%

VC
FUN*1

POWERBO



When it comes to pure speed, driving games you can beat a spot off high-speed speed boat racing games with nothing to it. It's not even close, but I wouldn't recommend this unless you are looking for a mediocre, somewhat overdone, and although we've had almost every type of racing game in existence, Acclaim deems that we haven't have yet another one that would make it into the most hardened sports genre.

Before you actually hit the play, the most Acclaim Game Board, there is a plethora of options to choose from. And even there are fast-paced action that can double, with you being a co-driver and another simulating Don Johnson's very own vessel (too, I hear you cry, why not just cry).

Once your boat has been chosen, it's time to speed it up for what to race upon. There are several, most of which based around boats (naturally), and a little thing called how weight

is important, and the third option is to choose. There is a speed up for the whole, but for now to add some really funny emotions, and to feel up. This is very important, and your previous multi-dollar boat will not run. Everything you take on board though will add some weight and therefore reduce your speed.

Before you can compare against the world's best, you have to qualify, which basically means that you have to go at full speed in a straight line, speed of light, but, and each boat from where you came, all into time limit. There is one thing with this though, as there is in the main race, because speedily do you have to keep your head on the speed gauge, but the RPS must be kept in front of control of, else you will overtake and play a whole. But once you have this speed

qualifying is no problem, and it's on to bigger and better things.

After a few more less important games, have been chosen, and a qualifying race for the mode, this is the race to begin. This is where you receive the difference between the boats, especially between the championship and the others. The championship is a superior fast boat. But is high on speed in choppy water, and choppy water, you will no doubt be on a boat, and the other boats are fairly slow, and on the straight, but when the waves start to crash they rip through them like a hot knife through butter.

When a race is over, you will be faced on how well you did or what speed you did. And at the very end you will see a total of times recorded by yourself and other players. And then you can go on to other courses.

The graphics are fairly basic in the main part of the game (the driving part), but are by far the best that anybody could do in trying to achieve the feeling of what would be the best of America.



COAT USA

Supplier: Accolade
Price: \$9.99 Cass
\$16.99 Disc

The only hazard to the under-the-water treasure trove is the spikes and on some sort of highly illegal drug in the way that they jump up and down when a mine is stepped on. There are one engine, two two sidings.

The graphics in the option screen look up Accolade's up to high level of presentation, and help a lot to make the game that only a few per cent in with a few awards.

The game is different from the rest and almost worthy on that note alone. The sound is a bit peculiar but possible and the graphics are of the 1 bit, good for a few more of the sound is going through the window. And if you like driving games then you'll love the change. If not, you'd be best to look at something else. Your score, that's love 'em. All.



In the 21st Century, the fast-developing game of American football soon became so dangerous that injuries had to be treated by a totally innovative form of medicine. Robotic limb-replacements solved the problem of the severe injuries. Unfortunately, the ruling bodies of the sport decided that players who had robotic limbs had a distinct advantage over the others on the field and so the robotically-replaced players were banned.

But as more and more players suffered crippling injuries, the public consensus swung towards allowing the robots on-field. Clearly a compromise solution to be found, and in Cyberball was born. The game did away with the players altogether (and replaced them with robots). This, nullified the dangers of the sport: only damaged robots increased greatly and it didn't irritate the

Your task is a daunting one: to control a team of the high-tech police in the rough and tumble world of Cyberball. You're going



8. Choose your option, but be honest. If you're unsure or planning, say so. (You'll be responsible for the questions.)

to have to pile on the bed and keep them, offensively and defensively gunning them to 1000 points. The basic idea is the same as American Football. Using your offensive team, you have to carry the ball past the line into the endzone. Your defensive team then has to prevent the opposition from doing the same thing in return.

Nothing is ever
as it seems as it sounds,
and that is no
exception.

lots of subtle
and solutions to those
problems. The first
condition is the existence

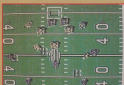
ball. The ball starts off fairly cool, repeated droppings of it or rolled plays will make a heat up. Once the ball reaches critical level it will explode on violent contact, and this will take out one of your sides if he's got it. It's not all bad news though. There are lines on field which will defuse the ball and take it back to cool status. Passing through these is the best tactic, gradually approaching the engine.

At the start of each day you are given several options to use cooking the



93%

CYBER



Also, you can call on all but the wind.

success. All of the options are selected from a useful front end. Your initial choice is inside, and then you are given four options to choose from. These are

doesn't mean that they have suffered badly. The overhead view works very well and the game maintains a nice balance between arcade action and strategy play. At its



It's a tough attack!

option. As the game is against the clock a time out will give you more time to think. Use of them needs to be judicious as there's only three each. Each half is divided into three periods. You can choose to either pass the ball, run with it or a action play. Pass plays

involve chucking the ball as hard as you can in the direction of square receiving pads. Control then switches over to your receiver, who you must

get to the receiving pad in time to catch it. Opposition players can of course catch it as well, so the pass will need fine timing. Running plays let your running backs carry the ball as far as possible before being tackled. An option play adds a touch of the unexpected to your offence, letting you try something a little different. Once play is lost by your team, or you score a touchdown, the ball switches possession and you must defend. You have the choice of either long, medium or short plays. You must then select the defence you think will prevent the opposition team from

all selected via the joystick. Even as you're choosing the defence, away, a speed of choice is expected to guess. There's a practice team which has a mixture of skills but the players you will want to go for big league teams. These usually only have one man strength—either passing or running.

Cyberball isn't perfect game for realising the 64. The programmers have speed for speed and playability rather than flashy graphics, but the

the feel upon the play gets a bit indistinct or minor but this is no problem. Playability is definitely Cyberball's stronger point. The promise of expressing team funds to spend on the players (abilities tend to add a high score) helps you striving for perfection in your play.

There are a nice number of different play options, all of which are really drawn out on screen. This, nevertheless, to the game won't be put off because they don't know what's going on the play moves far about as fast as possible on the 64. The colours are a little on the dull side but the action is generally animated and do what you want them to think great. Overall, the game works very well indeed. You won't be likely to master it straight away, and fans of the sport will fall in love at first play. ACC

Supplier: DOMARK
Price: £9.99 (Cass) £14.99 (Disk)

BALL

WARRIOR THE FURY

68%

You're down to your last 100 of beans and things are starting to look a little unpleasant. With the future looking as

bleak as you from the scientific enclave of the mad professor Meisen. The city streets provide nothing more than light entertainment to a

too close to the detonation and you're dead. Occasionally a punk will come armed with a gun, although you can't take the fun for your own use: it is best to disable the opponent first.

At the end of each level is the customary over-sized 'badde' who gives as much as he takes.

Before your way through the levels and you find yourself within the complex which houses the rocket to freedom. Now armed with

the firepower needed to destroy these frequent visitors does seem a little disproportionate.

Again you face the end level boss but this time it is a combination of man and machine. Shooting the man is the best way to neutralise the nasty but his constant damage makes this a high



appealing as a free wheel dog you decide to put fur to mouth and roar to gain a bid for the freedom of the space colonies.

Downman Manhattan was not one of the world's friendlier places, but even the born things have declined something. Three levels of street hoole

dedicated bewilder but hit the curtain of civilization (what's left of it) and the bad guys get vicious. Rums attack from behind to punch you in the kidneys while larger than life bully boys pound your face. A back elbow and a low high should solve the problem, but beware the windows. While tussling someone in the face with your well developed fists, sticks of dynamite are hurled in your general direction from the windows, the dynamite lays harmlessly on the floor smouldering, but get

a heavy duty machine gun you gave a path through the window defences. No time to ammunition means you never need to take your finger off

the fire button, although there is a short pause as the hero loads a new clip. As you dash along the corridors robotic devices



for the debt.

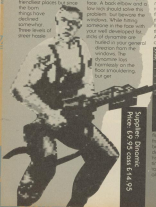
The second section of the game is loaded separately from a menu and does need a post-card gained bon



floor on screen and attack from above. Your gun can be swung through 180 degrees so shooting these hoole is possible if a little time-consuming. Human targets do appear with glimmering regularly, but

level one, level two is also tedious to level one in both gameplay and violence. Some nice but odd sound effects and the gameplay in section one is a little weak.

Supplier: Dynamic
Price: £9.95 cash & £14.95





Game: Ferrari Formula One
Supplier: Electronic Arts
Price: \$9.99 (Cass) \$14.99 (Disk)

The lights are red. You're checking through your mind if there's anything you've forgotten? Oh yeah. Your eyes. Never mind. After all, you've only blown your chances of another World Championship Ferrari Formula One win; you became a racing driver, and *you're* the driver of what racing the best in the world.

Nothing is left to chance. You have control over every aspect of the car's development: from size and type of the tires, to the shape of the aerofolds. All of these can be adjusted as you see fit. Throughout the options there is a suggested level for you to select, but this doesn't mean you have to follow it.

All of the option sliders are drawn on workshops. This makes nice changes from endless menus. The first pointer, which selects all the options in a major sub-section, looks like a man's head. Each time it moves, there's a new dialog box, they enter on the background, and here you can make final adjustments to the tuning

of the car and hear them out on the circuit. Make a badge up, and it's not too bad -- yet.

Day 3 is for more important. By now you should have the basic design decided upon. The designer should now be making plans. Any planned error will have to be spotted at this stage, because every day has a fixed-down time limit. Various action rules will tell you how much you can do for the day each day. After day 3 comes the practice circuit, then the race proper.

The other can jerk away from you in semi-resolution. The animation of these is quite disappointing, and the graphics are strangely uncolourful. The game is reminiscent of the classic ACC games, except the game handles quite realistically. The car is, true to life, pretty difficult to steer around. The sound is dull, but the engine sounds are a welcome improvement, and the road noise is unrelaxing.



In the wind tunnel, the thingy beams no doubt.



Drive safely and remember, don't shoot yourself while driving.



Into the pit lane, pronto!

Racing is quite a challenge. The car can hardly go by on the road, then you plan view of each circuit, showing where you are in relation to the other drivers. You can see the other cars, the dry rick, like weaving and then, from the car behind, this can go horribly wrong which results in a spin. It is possible to drive the wrong way around the circuit but don't expect to win any race! Goals are

either automatic or manual. Unfortunately, there is no speedometer.

Overall the game is okay but nothing special. The graphics and sound are overpriced; similarly the programmers have concentrated on the depth of the options side of the game instead of trying to do an overhaul on the racing section. There is a lot of disk access, which means total nightmares for cassette owners.

ACC



Where in the U.S.A.

[illegible]

Ministry Report

For all the love of *agave* who don't know who Cornelia Sanchez is (myself included), she is a master criminal and the leader of an international crime firm who specialises in stealing valuable artifacts. This inconspicuously presents you with the daunting task of hunting her down in the United States after she has escaped from prison in Mexico.

There in the lake is a forest made from
Amaranth. The roots puff at
the very top explaining the
good thing. The other part
of the reason is the tree
and weight of the box. It
explains the reason the



the instructions. Based on the mapped trail, the *Map of Central Park*, a map and reference book. No ordinary reference book, mind you. This is Rodin's USA, a 900-page page book which contains absolutely zillions of useful - and useless - information. As well as the location of each store, it also features the nicknames of each, features of their and where you're most likely to be able to find wildlife are.

[illegible]

This information can be as simple as the color of the person's hair, or what type of sport they like, or just as to where they were going. Unknown

your trusty crime-computer you can enter these personal details about the clock and come up with a short list of suspects. If you manage to reduce the number of suspects to one a warrant will be issued for their arrest. The problem is you only have one game week to apprehend the criminal. Each action takes between two and three hours, and between 4:00pm and 7:00pm you have to sleep.

Once you've come to a decision on where the track has led to, you can check out the possible locations on the map or list. These locations can be hidden if you want to test your knowledge of America. Or you can go through each in a systematic way using Fodor's (which the computer ungraciously ignores) like this: what you'll have to do. Once you've decided where to go you can get a flight. But follow these links. **Remember, on the way back on segment will appear and on arrival, little dis-**

Supplier: Bröderbund
Price: £29.99 (Disk)

84%

is Carmen Sandiego

plays. If not, you're not only wasted in two hours, but the chance you'll have early back again.

It can get very frustrating. One small mistake can mean almost a week's investigation.



You could be right behind the criminal only to see him slip through your fingers. If you catch up with him or her then you'll see more graphics. If you've got a warrant then you'll see the criminal locked up in the police van. If not, then you'll walk back empty-handed. With each successful mission your file has notes put on it and for every two you'll be promoted. You start as Gambler and as you progress up the ranks the clues get more and more difficult.

Each state has its own distinctive graphics. These are colourful and work quite nicely. The graphics



are generally functional as the game revolves more around searching through Rodby's USA and finding out the answers to clues. The sound is likewise functional, there is reward only. The game is very much one which is going to be of interest only to a certain type of person. Those with little police action loves or people who dislike looking things up will hate it. Personally I found it very good fun,

but a little repetitive after a few hours.

So with the thirty quid price tag (unfathomable quantities of spam), you'd be advised to check the game out before going with the ladies. Certainly a game worthy of the attention of budding detectives. After playing for a while I felt fairly confident that I could question the whereabouts of Sir Henderson, missing presumed income...

ACC

OLIO





XS

HI POWER £2.99

Supplier: Hewson

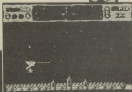
Price: £12.99 Cass £17.99 Disk

VISION

weapon upgrade or a few more clips of ammunition.

A hard game but never the less fun and highly destructive.

The fourth and final offering in Mission Impossible. The young bubbles have dropped and you must guide them safely home to locate a youngster you must collect the eight pieces of the map which lay scattered throughout



4 They really do bounce you know.

the more like world. Small stretches of music are joined by teleports but using these does not always send you deeper into the level.

For every bubble-blasting power to combat the worm clouds and

hostile bubbles the amorphous hero must consume mushrooms. These turn the pretty single bubble destruction into a multi-directional bubble death machine.

A nice combination of arcade blasting combined

with a little puzzle solving.

Four great games make this compilation of original material a must for any gamer no matter what their style.

AP

96%

Supplier: System 3
Price: £9.99 (Cass) £14.99 (Disk)



System 3 claims to have created a new origin home and personal computer entertainment software. They don't mention whether this policy starts with Myth or vice. Which is, in this case, just as well. Either new policy would have got off to an unfortunate start.

The adventure world have us believe that the world is ruled by ancient gods. These gods, while not really evil, dole out tribal wars and eating Sporn flesh, as in a bit of a flop. Darnation, the big hairy and ambitious god with the cute smile, has decided to eradicate mankind. To interfere with man destroys against the rules to let's game. Making it's a game by going back in time and altering history.

This is seriously bad news for archaeologists, whose lives work will doubtless be rendered worthless. It's also even worse news for the rest of the Human Race because they're going to die. However, Darnation's evil gods haven't gone unnoticed. The other gods have been searching for a man believer in them. Can this person could live in Darnation and during hellish work, so it was a bad fortune that they just happened to find such a big. Guided to get to play Hades, too, with him, get your eyes tested.

Yes, that's you. The punter, the mug, the person who puts with the cash, whoever. You'd better have had your three-headed Sporn this morning because this

game is anything but easy. You have to negotiate the river gods and settings what has been winged by Darnation. To do this you'll have to beat the living Sporn out of the water, monsters that rush around the levels like rising up each stage.

As you begin to explore you'll find that you are not alone. On virtually every level, skeletons open up from the ground and join of you with swords. This depletes some of your precious energy. Your man can perform two different leaps, kick and punch, and use the weapons which he comes across. There are Gorgones, flying around which leave blue fireballs when killed. These can be shot at the monsters.

Each level is guarded by a huge Demonic maw. These mutants are deadly and fire off round after round of lethal beams of energy. Killing these off is the big problem with this game. The delay between selecting the special weapon and actually firing it is a long. This makes the game really hard because there's no alternative you can explore.

It's a shame because the game has a certain appeal. However, unless you're a superhuman Sporn addict with six arms, or have the cheat code, you won't get very far. Never mind, perhaps the policy for a new era of entertainment software will begin with the next game.

AC



▲ Pusher them lips and try to appease the meepie mad-madness



▲ No closets, but plenty of skeletons



▲ Meet Them Take some Andrew

64%

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hard gain bucket

STRIKER

▶ 96%



Supplier: Cult
Price: £2.99

After the success of both Footballer of the Year and its sequel, Cult, the budget arm of simulation specialist DSH Games, has released its own attempt at much the same subject.

You are a striker who has been given a break in the fourth division of the novice age of 18. All you have to do is become the new kid on the block, score goals, or do you? There is in fact much more to it than that, and Striker emphasises this.

Instead of concentrating on the arcade qualities (like FOOTY), Striker is a simulation of a real

realistic proportions, although there is an element of arcade action when goal scoring. It has four English divisions, plus FA Cup, and for international leagues (German, Spanish, French and Italian) plus cups for each of them. You can basically be transferred to any club in any one of them, if you're good enough... this is all handled by your agent.

Alternatively you could just try and win numerous promotions with the team you start with. This means that there are many personal goals you can set yourself. There's a goalscorer chart and a personal honours list. If you get injured in a match, you can train



24 CONVERSION BY A. DRAKE

MAIN MENU

H-HISTORY OF CAREER

S-SCORERS TABLE

L-LEAGUE TABLE

F-FIXTURE LIST

N-NEXT GAME

T-TRANSFER

R-AGENT

E-EXIT

yourself back up to full fitness by scoring goals in the training session.

A superb body sim,

and what being a fairly long-term game, is certainly no slog. **AM**

Supplier: EGI Software
Price: £2.99

Yep, I can now confirm that the World Cup is happening this summer, and for the first time in its history...through the computer! It was making the problem a matching up to its name and superb atmosphere. Although the world and his wife are all flooding the market with enough football games to fill Neil Kinnock's gob, this is no problem, as long as you know which games are worth paying with your cash for.

World Champions is

certainly one of those games, being one of the few out there that features the managerial side of the ball game. And it does so with such simplicity that it is easy to get into and fun to play. It has all the most important features: 11 on 11 matches, qualifying rounds, penalties, etc. It's made you feel like an authentic international manager, apart from wireless, dentures and an ability to dare the press (how you'll have to supply your own). The money in the database

are an almost accurate prediction of the players in the real World Cup squad, but you can change them if you so desire, and the result adjudication section is fast enough to help you retain interest.

With 7 skill levels and 21 a budget price, World Champions is no game the best, but certainly one of them.

by

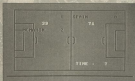
WORLD CHAMPIONS

WATCH 1 HORSE 5 SKILL 2

MANAGER EUGENE

- (1) CHANGE PLAYER NAMES
- (2) CHANGE TEAM NAMES
- (3) LIST SOUND DETAILS
- (4) FIXTURE DETAILS
- (5) PLAY NEXT GAME
- (6) SAVE/LOAD GAME

ENTER OPTION REQUIRED



86%



QUALIFYING GROUP

SELECTED
CLUBS
U.S. - S.W.

TEAMS AVAILABLE FOR FRIENDLIES

U. GERMANY
ITALY
FRANCE
POLAND
NETHERLANDS
C. SLOVAKIA
COSTA RICA

SELECT TEAM 1 FOR FRIENDLY 2 4



Supplier: Klox
Price: £2.99

SAMURAI

TRILOGY

23%

Supreme Master, Chu Yu, he say "A man who runs well and fights wisely shall emerge Samurai 'kai lord." Forget these words of wisdom. Prove yourself worthy of this coveted title: run, shuffle forward and high-kick The Great One and run him into Chop Suey. It took up his energy and requires better tactical decisions.

It's no tyro's high kids at Chu Yu's training school as you laboriously demonstrate your fighting skills and mental agility using a trilogy of combat

techniques, Kasee, Kendo and Jomurai. Typically the game has potential. Before combat you'll suss out the opponent's abilities and strategically counteract them. Remember though, morale is measured so don't go upsetting your opponent. Training is also provided with twelve

different routines to choose from. This is your defense. Now for an attack initiative. Between each stage of combat you must distribute power points according to your ambitions. Misallocation or over-exertion may result in death. However, going attack strength may be avoided.

As a combat game, even at a budget price, the graphics are poor and action is slow. For a true taste of the Orient, slip down to your local take-away and meditate over the after-effects! **BB**

1943

Supplier: Klox
Price: £2.99

And now for an impossible situation: Forget, Forget, Gettysburg! Samuraining Attack. May you fight bravely. End.

See, I'm scored, this is my opportunity to help change the outcome of World War II, to win the front struggle for supremacy against the battleship Yamato and its legions of defenders. Now



82%

did I put up a fight. Armed with six laser weapons and the controls of a magnificent P38, I blasted my way through enemy ships, blasting everything in sight. It obviously was scary up there. I rolled, I dodged, I shot. Sometimes shooting power was weak, you then know it's time to collect PCF symbols to enhance firepower. Collect a smart bomb and you destroy everything in sight. These are limited, beware.

Mission complete. With the aid of the superb shoot-'em-up with a difference, I earned my wings and who knows, without my help we might not all be living our lives under the shadow of the Flying Saucer. Well, worth it. **BB**



BEYOND THE ICE PALACE.

Supplier: Encore
Price: £2.99

67%

So this is the game that they heralded as the unofficial sequel to *Green and Goblins*. One wonders why, though, as it doesn't even attempt to emulate the later game's gameplay, graphics or ideas. It sadly, isn't even as good, but not such a bad release at a budget price.

Bare chested and armed with more steel weaponry than the average military museum, you've got to run around a multi-directionally scrolling labyrinth of



ladders, platforms, and stone walls, basically mimicking the heck out of caves, ghoules, and other chosen from an extra large pack of names for every occasion.

And that's about it apart from the fact that you get spins (sort of) small bunnies, (sort of)



tried) to help in the liquidation of the evil ones. A limited game with a fair amount of things to recommend it, if

you're not scared away by the hardness of the whole thing you'd probably find a lot in it. I didn't. **BT**

IKARI WARRIORS

Supplier: Encore
Price: £2.99

Time again to dig out the grenades, slap on the combat gear together with designer head-band and prepare to show 'ya gents in the Yamato! Home computer version of SAM's highly successful coin-op.

Do you want to be a war hero, huh? Here's your chance (sort of). Genji Alexander Dorn has unfortunately been used by revolutionaries. Capt. Fortunately he relapsed to mayday before his final

capture. Hal Rescue him. Genji! Yikes, you're in deep! (sort of) deep in guerrilla territory in distance from headquarters, lacking vital supplies to win through. Shock horror - on all sides

gather named madmen and combaters. Win through you must! Go it alone or with a buddy up the vertically scrolling landscape of blood, sweat and bullets shooting everything in sight.

Adding helicopters and mines, such heroes are named as random enemy (sort of) and use them yourself. Collect fuel and grenades left by the enemy. All the old culling sounds to add to the realism of life or death.

At a budget price, if combat's your game, then it's blowing good fun.



79%

PUB TRIVIA SIMULATOR

Supplier: Codemasters
Price: £2.99

If, like me, you spend your hard-earned cash on arcade games, bar machines and trivia games, you are the ideal target for at least one of the Codemasters' simulations.

Pub Trivia Simulator is an attempt at emulating the flashing box in the corner of most fleapans, that pretends to be able to drain out cash to anybody with half a brain. Unfortunately with a stinkful of beer swelling in your belly, and wrecking your line of thought, the most likely outcome is a pocket less of many spoonsfuls, and some loose coin of loud friends.

This it doesn't simulate, which is just as badly well. But it DOES offer a very reasonable attempt at amalgamating the sweaty finger pressing action of the machines, and what is enjoyable to play on a home computer.

You can have 4 players, all squeezed around the keyboard (adding towards realism in the arena aspect), and although real money does not feature, at least you can pose your superior intellect to your plucky friends.

With superb graphics, nice musical interludes, and a scoreboard with 'plinked' on it, you can't go wrong. Get a few friends round and a huckload of Cokes and away you go.

BM

FUN * 1



PLAYER 1
PICK A CONTESTANT

92%



MUSIC
QUESTION

TIMER



PLAYER 1
POINTS
SCORED
CASH
£250.00

WHICH OF THE
FOLLOWING IS NOT A
PRINCE ALBUM?

MR LOOS

MR LOUS GERY

MR ANIMAL RAY

RECORD
500 POINTS



FAST FOOD

When I was a kid, I'd just come down from a theatre lobby for lipo and I'm faced with an egg with arms and legs, running around eating hamburgers and out, while being chased by monsters that look like wine gums. Oh my goodness! I'm, gonna have to give up the Mon. Ban.

Fast Food is, supposedly, a game designed with kids in mind. But it's a game that even experienced games players would get a reasonable amount of satisfaction from. There's 30 levels of Pacman-style gameplay, ranging from 'yawn' (for the youngest amongst us and Adnan), to 'quish, pass me those blowie pads', and the best thing about this is you can start the game on any of the 30.

Graphically it would appeal to children everywhere, as it is very colourful albeit basic. Every three levels there's an added bonus of a small animated cartoon-like sequence, which breaks up the intensity (and repetitiveness) of the gameplay. Sound is at fault though, with the same tune just repeating itself all the way through, indicating would be a good idea to use to describe it. Not a bad little game, if a little limited. FH

Supplier: Codemasters

Price: £3.99



78%

THE YC WIZBLY

AWARDS 1989 - RESULTS

And here they are, the unofficial awards in the industry, voted by you scruffy lot (so if you don't agree with the outcome, it's YOUR fault). For just time to thank you for the tons of entries that flooded our office, my mum, my sister, my dad, the waitress at home who cooks my meals, my dog, and the man in the newsagents because he's nice!

GAME OF THE YEAR

Winner: STUNT CAR RACER
(Microprose)
Runner Up: TURBO OUTRUN (US Gold)

To be honest, this came as no surprise, although one may have thought that the honour would have been vice versa. Stunt Car Racer won around 70% of the vote though, so you must like it.

SIMULATION OF THE YEAR

Winner: STUNT CAR RACER
(Microprose)
Runner Up: TURBO OUTRUN (US Gold)

A repeat of the Game of the Year award, although I'm not sure that Turbo Outrun is really classified as a simulation. Honourable mentions go to Fighter Bomber and War in Middle Earth (Heaven only knows why).



ARCADE GAME OF THE YEAR

Winner: STUNT CAR RACER
(Microprose)
Runner Up: TURBO OUTRUN (US Gold)

Well, it's a bit boring here is that? I'm not sure, but I'm not sure that Turbo Outrun is really classified as a simulation. Honourable mentions go to Fighter Bomber and War in Middle Earth (Heaven only knows why).



ADVENTURE OF THE YEAR

Winner: **SCAPGHOST** (Level 9)
 Runner Up: **INDIANA JONES AND THE LAST CRUSADE** (US Gold)

Last year wasn't a very good one for C&A adventures. Scapghost won by the highest majority I've ever seen (91%), and Indy (the adventure version naturally) swept up the rest of the votes.



FAVOURITE GAMES ADVERT

Winner: **BATMAN - THE MOVIE** (Ocean)
 Runner Up: **THE UNTOUCHABLES** (Ocean)

Another clean sweep, although from a different source. This goes to prove that it is quality AND quantity that matter. This was the only award for Batman (strange!).



BEST SOFTWARE HOUSE

Winner: **OCEAN**
 Runner Up: **US GOLD**



This was the closest fought award of them all, with Ocean winning 36% of the votes and US Gold winning 34%. Activision was very unlucky not to be in the top two, winning 31%.

BEST GAME MUSIC

Winner: **TURBO OUTRUN** (US Gold)
 Runner Up: **GHOULS AND GHOST** (US Gold)

A clean sweep for US Gold, and the top award Turbo wins. Ghouls and Ghosts get a first mention too.



WORST GAME OF THE YEAR

Winner: **PRO MOUNTAIN BIKE SIMULATOR** (Alternative)
 Runner Up: **SEAH WINS** (Virgin Mastertronic)



Not the award that everybody wanted to win, but a worthy winner methinks. Other games that should be mentioned are Dragon Spirit and Super Scrambler Simulacra (because they're pool).

PROGRAMMER(S) OF THE YEAR

Winner: **GEOFF CRAWFORD**
 Runner Up: **PROSE SOFTWARE**

Geoff was a very popular choice, no doubt, for this. Burn Car Racer, and the Probe team (for Turbo Outrun) were never really likely to match him. As a consolation for them though, nobody else got close.

BEST GAME GRAPHICS

Winner: **TURBO OUTRUN** (US Gold)
 Runner Up: **THE UNTOUCHABLES** (Ocean)

And Turbo does it again, to add to the multitude of awards US Gold seem to always acquire. The Untouchables gets close yet again!



ON THE ASSEMBLY LINE

A beginner's guide to producing a game

Karl Horne explores the development of *Crackdown* from the drawings boards to the shops

Everybody knows computer games don't grow on trees. They come from shops. But how do they get there? Who makes sure that they're not full of bugs? Who makes sure the adventure is who decides which bit is the best? To find out what really goes on behind the scenes we took a look at the production of one game - US Gold's submission of the Sega coin-op, *Crackdown* - and guide you to the rest of the arcade map.

THE COIN-OP

From little arcade machines multi-format arcade conversions (yes, in this case, a licensing deal between Sega and US Gold) gets the show on the road. The coin-op is a huge



▲ The arcade machine.

two-player job, big enough for you and a mate to stand in front of without once getting elbowed in the ribs. What's more, it's one of Sega's brand new system 34 machines. In other words it's got a

For developers, PCs and servers that look like they're larger than life are PC200 using their own local data storage in a drive. The operating system driver files are located on the hard drive. And because the drive is located in the drive, the data can be accessed by the drive. And the data is in the drive of the drive. And the data is in the drive of the drive. And the data is in the drive of the drive.

THE MAN WITH
THE WHIP

Obviously it's a dog's paradise, but with their limited life span, schedule—Obedience and Obedience trials are a must, as well as agility and obedience—and some dogs may not get along down the road, some actually have a bad attitude about it. It's a tough choice, but the pros and cons are there if it's a good idea, and the "Come Monday" and "Well, look at me."

THE BOFFINS

THE PLAY- GROUND

Epstein, Pridgen & Pridgen, an insurance brokerage and a law firm, has been named as defendant in a lawsuit filed by the state. The suit alleges that the firm's employees were involved in a conspiracy to defraud the state.



1. ☐ **Yes** (Please specify below)

very early stages – no familiarise themselves with the arcade machine they just had to play it over and over and over again. 'We didn't even have a pause mode so if we wanted to see the final level – Level 16 – we just had to play right through to Level 15 and finish that first.' Paul Walker, graphics artist, ended p sitting in front of the machine and copying everything he could straight into Deluxe Paint II.

The first step was deciding who was going to do each machine:

separate report form and send back to Arc. If they're unlucky, a non-critical error can take a 10-minute

¹⁰⁰ *ibid.*, pp. 116–117.



Figure 1



The winners are: **Feeling Good Boxes**, **Kate Minter**, **exp. to let the running free**, **Linda M.**, **exp. to let the running free**.

THE FASHION
EDITOR

It showed a 100 percent increase in the number of people who had been diagnosed with Alzheimer's. There are several reasons for this, including a growing incidence of the disease, but also a more accurate diagnosis. There are also more people living longer, and therefore more people are living with the disease for a longer period of time. The disease is also more prevalent in people who are older, and therefore more people are living longer.



1000

There are a number of reasons why a business might want to use a third-party provider for its IT services. One of the most common reasons is to reduce costs. By outsourcing IT services, a business can avoid the expense of hiring and training its own IT staff. Another reason is to improve efficiency. A third-party provider can often provide services more quickly and effectively than an in-house team. Finally, a business might want to use a third-party provider to gain access to specialized expertise that it does not have in-house.

THE HYPERMARKET

Page 429 of 430
 Page 430 of 430

US Gold's American prospects is there so much more to come.

Fairly early on she commissions a product promotional material from Carmel, an independent advertising agency in Sheffield. While they're getting their act together, Sue briefs the PR department (none of this is yet) and gets ready to present the plan to the retailers and reimburse the people who actually send the goods to your local stores.



© 2005 Blackwell Publishing Ltd *Journal of Internal Medicine* 258: 103–110

Quality is the most important factor in determining how many units of a particular product a distributor will buy. If the reviews are good, the distributor gets discounts. It's hard to get a bad review, but Dodge/Dodge's reputation should do pretty well. The dealer is a hard-sellin' guy. He's got a good sense of it — it's his gut.

THE HYPE

I don't consider myself the greatest player in the world, but the thing that is new about it is that I can't see it myself. But it is.

Woodport, Public Relations, Magnolia, is here to make sure that a new product like Crickdown makes a big splash.

Basically, this means playing the game till she knows it inside out, sending press releases to the relevant computer magazines and making sure as many journalists as possible get to see it.

To achieve that the novels go places as far apart as *Maddoxfield* and *Islands*, requires poets, launches, and leaves in touch with

everybody over the phone. Danielle's also the person who deals with TV researchers when they want to feature something like *AccessAddict*, say, on Channel 4.

THE END

Now you know, it's not the whole story – you'd need a whole magazine if you wanted to mention every single detail – but it gives you the picture. As for *Crashdown*, the official release date is April, so if you fancy yourself as a bit of an Andy Atcherer you just might have too long to wait.

THE SEXY, SLEEK AND CURVY SURVEY

And so it came to pass that a survey was to be carried out. Every man, woman, child and Arabian called Nigel were to fill in a sheet of questions related to themselves and send it in to the headquarters so that the magazine that they read could get even better (if this was indeed possible).

As an incentive the successful leaders of the land offered more prizes for the surveys pulled out of the proverbial hat.

The first entry drawn would win £100 worth of games software, five second prize winners would receive funny T-shirts to keep their favourite region in.

Fortunately the masses replied in their dozens and the organisers (Nigel) did slip neatly and gaily into their sweat-soaked but a pair of boxer shorts and a large grin!



SECTION A (PERSONAL)

1. Are you?

Male ☐ Female ☐

2. How old are you?

Under 10 ☐ 11-13 ☐ 14 ☐ 15 ☐
16 ☐ 17 ☐ 18 ☐ 19 ☐ 20-25 ☐
25-30 ☐ 30 ☐ 30+ ☐ Over 30 ☐

3. Current state of employment?

At School ☐
At College/University ☐
Working Full-time ☐
Working Part-time ☐
Unemployed ☐

3a. If you are working, what is your occupation?

3b. What is your weekly income?

£5 or less ☐ £6-£10 ☐
£11-£20 ☐ £21-£100 ☐
£101-£200 ☐ £201+ ☐

4. What is your favourite type of underwear?

Boxer Shorts ☐ T-Shirts ☐
Briefs ☐ Briefs ☐
I Don't Wear Any ☐

Other (Please do not specify for fear of the vice squad!)

5. Do you like sports?

Yes ☐ No ☐

SECTION B (HARDWARE)

1. Do you own any other computers apart from the Commodore?

Spectrum ☐
Amstrad CPC ☐
Acorn ☐
Amiga ☐
Games Console ☐
Other (Please specify) ☐

2. Do you plan to buy a new computer in the next 12 months?

Yes ☐ No ☐

2a. If yes, which one?

Spectrum ☐
Amstrad CPC ☐
Acorn ☐
Amiga ☐
Games Console ☐
Other (Please specify) ☐

3. Do you own a clock drive?

Yes ☐ No ☐

4. Do you own a monitor?

Yes ☐ No ☐

5. Do you own a Cbit or C128?

Cbit ☐ C128 ☐

SECTION C (SOFTWARE)

1. How many games/games do you spend on games over the next 12 months?

Less than £10 ☐ £11-25 ☐
£26-50 ☐ £51+ ☐

2. How much cash do you expect to spend on games over the next 12 months (per month)?

Less than £10 ☐ £11-£25 ☐
£26-£50 ☐ £51-£75 ☐ £76+ ☐

NEXT MONTH IN

FLIMBO'S QUEST

The first EXCLUSIVE review of the system 3's premier solo release! Plus a playable demo on the tape so that you can see how stinking it really is!



YOU'RE GOING HOME IN AN ORGANISED FOOTBALL COACH

It's a game by the name of Organised Football Coach, and it's a game that's been in the making for a long time. It's a game that's been in the making for a long time. It's a game that's been in the making for a long time.

ALSO:

- More silly games on the tape!
- Tons of lobby reviewed!
- Games beyond belief!

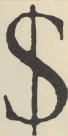
And a new hint and tip section so wicked that it would probably poke the eyes out of your neighbour's cat!

On The Tape

DEVIANTS & VELOCIPED

Loading
Instructions

Hold down SHIFT and tap
RUN/STOP



The history

In AD 5150 the search began to find other worlds for human colonisation. Eventually a small planet named Kruger was selected.

The Earth-like surface of the new world was littered with the crumbling evidence of a long dead race: Ruined cities, giant monuments and fragmented records were all that remained of the savage, brutal semi-human creatures. A Race of Deviants.

100,000 years before, the Deviants had conquered their neighbouring planets, but the Deviant warlords were hungry for power and a bloody civil war erupted. The almost wiped out the race, only a handful escaped.

Recently the colony has been under attack from a source tracked down to be one of the star system's many asteroids.

The deviants had awakened and were rapidly turning their asteroids into a massive battle station.

A crack squad of Starwings' commandos were dispatched to destroy the Deviant's base. They managed to plant a number of nuclear explosive devices, but failed to prime the timing mechanisms.

As the last Starwing, you must complete the mission and uphold the honour of your fallen comrades.

Controls

Joyrich in port 2

Loading Instructions

Hold down SHIFT press RUN/STOP and the game will load automatically.

The Story

Mr. Meggala lives half a mile from a beach and loves to go swimming in the summer holidays.

However, the road to the beach is usually occupied by hostile creatures going in the opposite direction.

That's no immediate problem for him, as he has invented a new sort of bicycle called "Velopede S.T.A." (Simple to Assemble), which is equipped with a plasma cannon to blow the creatures to pieces, and powerful springs to make the bike jump. But nobody is perfect and it takes skill to get Mr. Meggala to the beach without crashing into the creatures and losing a life. (Don't worry about the bike, it's easy to re-assemble). If you get to the beach, that's good, but the next time the creatures will have become DEADBUSH AND MASTER. So don't lose your concentration - Mr. Meggala's life depends on you!

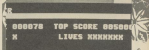
The Rules

Before playing, the player can choose the speed, lives, level and volume. Speed 1 is slow, 2 is medium and 3 is fast. Lives could be set to a maximum of 9. There are 5 levels and the player can start on the first four. Volume controls the game tune and sound effect.

While playing, the player can move back and forth across the screen, jump (jump up) and fire (fire button).

The counter, a yellow snake in the middle of the screen, will tell you how much longer you'll have to go. When you have crashed, or when you have completed a level, you will get a bonus score

for how far you have gone. You also get 100 points for every creature you shoot. (Some of them can't be shot) but there's usually more than one way to shoot them...



POPPER

As popper the popping pees you must explore the forty-four rooms of each of the Green Giant's castles in search of the Popper Juniors that he has kidnapped.

Each castle has eight floors, each eight rooms wide on each floor you will find a Junior Popper. When you have found all eight Poppers in each castle you must put them back into their pod.

However life is not all that easy because the Green Giant has sent many baddies to hinder your progress.

—To get from one floor of the castle to another you must pop through a hole in the floor. But make sure that you have found the Popper Junior on that floor because there's no way back up again. Beware of multiple holes

positioned beneath each other because you will be unable to find all the Popper Juniors and put them in their pod.

When you get all the Poppers in the pod go on to the next castle to rescue even more poppers from the clutches of the Green Giant.

Controls for Play

To move Poppers about the castle use a joystick in Port 2. Press fire to start a game and push left and right to guide Popper.

To load Popper, press Shift and Run/Stop and press PLAY on the rope deck. The game will load and run automatically.

SCORE
000000

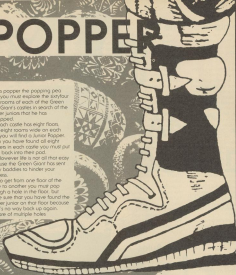
POPPER

HIGH
000000

THE CRAZY
PEA POPPING
GAME FROM

COOLSOFT

BY IAN POTTS



SUPER SNAPSHOT

Supplier: F.S.S.L. Ltd
Price: £34.95

Whether you are an Expert or simply like Action Replays, this Canadian product is something to think about

By S. Wickham

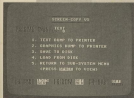
Home computers are like the motor car. Every so often a new model is released and everyone wants one. Initially there are numerous design and operating faults, but as time goes on these get sorted out and everyone is happy. Your basic model, once established, then starts getting refinements. First you may get reclining seats, followed by heated restrooms and metallic paint jobs. Next comes cruise-control and coded ignition.

The home computer is the same. The basic model is released and as time goes by, more and more features are added. This is particularly true of extra add-ons and software support. The one extra that nearly everyone buys is the good old cartridge. Super Snapshot V5 is one such piece of technological wizardry.



Options! Options!

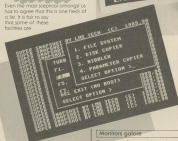
So just exactly what can this cartridge do? What are the features that make it so special. Does it match up to the current market of available cartridges. If the number of options is anything to go by,



then Super Snapshot™s must surely be the ultimate. Just take a look at the list of facilities:

- Disk Copier's
- File Copier
- Parameter Copier
- DOS Support
- Boot Sector Support
- Turbo DOS
- Screen Copy (with Speed)
- Games Monitor
- Machine Code Monitor
- Block and Sector Editor
- Drive Monitor
- Video RAM Monitor
- REL Monitor
- Sound Sample Monitor
- Character Set Monitor
- Line Reader
- Extra Basic Keywords
- I571 Support
- BD Support
- Cartridge RAM Expansion

Even the most sceptical amongst us has to agree that this is one heck of a list. It is fair to say that some of these facilities are



accessible from the supporting system disc. However, unlike the other products available, you do not have to program Super Snapshot V3 before you can use it.

Where to begin?

When assessing a product of this calibre, it is difficult to know just where to begin. You want to show all the capabilities, yet space prevents this. I have therefore selected what is, in my opinion, the more important aspects of the cartridge.



built in. Horizontal monitor on the cartridge is excellent. Teaching machine code is not the intention of the review, therefore I will not attempt it. Suffice to say that if you examine the following table you will be impressed by the commands available to you.

ML Monitor Commands

- | | |
|-----|---|
| A | Assemble Code |
| BA | Set break point |
| C | Compare Memory |
| D | Disassemble Memory
(Sadly lacking on my Dolphin D05) |
| F | Fill Memory |
| G | Go (to and execute) |
| H | Hunt through memory
(Hex, Dec or ASCII) |
| I | Integer Memory |
| IO | Display I/O Registers |
| L | Load File |
| MA | Display Memory |
| O | Output
(Screen, Drive or Printer) |
| B | Display Registers |
| S | Save File |
| SP | Disable Sprite Collision |
| SPD | Disable Sprite to Background Collision |
| SPS | Disable Sprite to Sprite Collision |
| T | Transfer Memory |
| X | Exit the Monitor |

Monitors galore

The nucleus of any good cartridge, has to be its ability to monitor what is happening inside the computer's memory. Not only to monitor it, but to alter and amend it as you so desire. To this end Super Snapshot V3 must be streets ahead of anything else. You have a Monitor for Code, Monitor for Sprites, Monitor for Characters, Monitor for Sound. The Drives internal memory can be Monitored as can the REL (Rom Expansion Unit) and Video RAM.

I have to confess that my favourite option has always been the ML Monitor, no matter what utility or cartridge I am using. The

FLAME ON

Stuart Green, comic supremo, reviews the comics around that redefine the canon market

Vividly well featured Flame (in the month comic course) of a Sunday evening magazine down the main because we couldn't get tickets for the National Theatre's production of A Clockwork Orange.

But what's that got to do with comics? Well, nothing except the fact that Alex and his droogs will seem popping up in comic stores in American comics, adding a touch of and heavy word out of close street and to these comics. I can only assume British writers are too busy, or at least too intimidated, or teenage memories of wearing white belt guns, bowler hats and attitudes of ultra-violence to use them.

For the proper, gritty, realistic stuff, American comics are helping on a growing catalog of British writers. First to follow Alan Moore with his own regular title was James Delano. He's given John Constantine, the Chinaman figure from Swamp Thing, the resulting title. Mel Gibson is modern horror set firmly in what Delano sees as the terror of The Teacher (George).

There have been some great writers in this. The Topknot from Hell, the three sinners who are melted together by a passing demon, and some great supporting characters, my favourites being those from the forgotten and now illegal Pease Convey. (Yes, folks, it is now illegal to travel in a convey of more than six vehicles in this country.)

Neil Gaiman's Sandman (DC), takes a similar route to the gods and myths, except he forgets one: man. More from the nightmares of present-day America. The last day has Sandman in the middle of a conversation of head rules - that is, rules who drive from state to state committing murder (usually young

women and children, without any other motive other than the fact they enjoy it. A particularly vile type, unique to the good 'ol USA.

The American Dream needs a Prince to preserve it in its sanctity, and the Sandman is it. He looks like a cross between Andrew Birkin from The Secret of Mary (he made a guest appearance in 2000 AD recently) and any other Keith Richards look-alike you care to mention. He makes a safe to dream again. He dresses in black, he is the coolest thing in mainstream comics. Or at least he is selling. The Speechway chain.



Illustration: Wendy A. Richardson



A Dream Panel - a nightmare in the commercial night time genre. Morlock has his in the book by the actual path back and forward at 11:15 & 11:45



3 The covers of *Hellblazer* are beautifully painted, honest

pervert the laws of science with art. Only a fight as to the irrational can save the universal!

Animal Man is more traditional superhero fare: he has the ability to absorb the powers of any known animal. A loving, family man who fights for Animal rights and green issues. After fifteen episodes, Morrison kills off the entire family. The subsequent revenge being played out is both shocking and powerful.

All that without mentioning that *DM*'s *M* is currently being scripted throughout its record-breaking run by 3000AD version *Alan Grant*.

All comics supplied by Forbidden Planet, New Oxford Street, London.

have the comic climbing nearer and nearer the coveted no. 1 slot with every passing month, I at least am willing to place money on Sandman hitting the top five before the end of the year. (Dave, you listening?)

Glenn Morrison who along with Dave McKean, gave the world the biggest grossing comic book of all time with *Antihum* system, is scripting two regular DC titles, *Doom Patrol* and *Animal Man*. The *Doom Patrol*, a team of superheroes, were originally revised a couple of years ago to crashing public indifference and were about to be cancelled when Morrison said he'd have a go at them.

In a gesture that is typical of the writer of 3000 AD's *Zeith*, he had half of them killed in his first issue. Then he had them fight a set of villains calling themselves The Brothers of Goody, a great pop or joke that saw the brothers try and

4 Sandman - a superb mystery story



5 Sandman - a superb mystery story, with more than 100 pages

We are delighted to welcome you to the 33th British International Toy and Hobby Fair at Earl's Court" says the Press statement from Richard Allen, the chair of the British Toy and Hobby Association. 25,000 square metres, with 489 exhibitors from 50 countries displaying this (and next) year's new toys? It was a dream come true for visitors of all ages.

Dinner still, there was a free lunch for the Press and, being the thorough person that I am, I was forced to check it out along with several glasses of white wine (service courtesy of Manuel Garcia, the kinder wine-writer you could ever meet). Surprisingly fortified, I (and a number of colleagues dedicated to the pursuit of truth and free drinks) tackled the show and bring you, the reader, the highlights.

Jeffrey Davy, the Plonker in the hat, reports with a whoop and a doo and a skiddly bomp!

and go for legals. It never happened (oh, looking at the publicity blurb which tells us that Nigel Cross, Ian Botham and Paul McCannery all like playing with their Nintendo, is it any wonder why?

Now, though, there's something to be interested about. The "Power Glove" allows people with Nintendo (and with some shrewd) licensing and wheeler-dealing why not people with (doh?) to use their hand (in a glove) to guide their characters.

With their "Mike Tyson's Punch Out" game you could, like, repeatedly punch. Apparently it works with other games as well and should be available around

Industry was about to unleash you'd bury your heads in your hands. Jack with the 64, I say!

JD, PC's hat and balloon shot

Not only did this stand have some of the funkiest hats around but, after fishing through a pile of



TOY FAIR TR

PR person, hippo and duckling

And the perils of alcohol! After shaking my head a few times I realised that I really could see a giant hippo. The Sunderland bed hippo (from the advert) was at the Toy Fair with its cousin, that little yellow duckling. Quite why I don't know but it certainly worried me for a while!

Power Glove (2) – one fingers and one punching

You all remember the Console Revolution, don't you? Everyone was meant to ditch their computers



Summer. Well, you lot don't own Nintendo, do you? For the sake of good taste and decency, I didn't visit the Singing Machine stand which was showing their new Karaoke product (singing along to pop tunes played without vocals). Remember kids, say NO to Karaoke! If you'd seen some of what the Toy

delivered helium balloons, the stand-owner found something appropriate. So it was decided to tell two beds with one stone and model both of them in the same shot. Well wouldn't you?

Red Ferrari

Good mother Jonathan, purchased a new automobile! Exaggerate these are not just for the rich, they're for



the kids of the rich. Apparently everything's to scale – and they got there where Sir Clive went wrong, if only the CS had been a model Ferrari!

As I remember, the CS was £400, one of the Ferraris would set you back \$13,000 – you could buy several new real cars for that!

Edd the Duck shot/Matthew (a hired hand?) models Edd

Talk about celebs! Who should happen to be at the Toy Fair but Edd the Duck, well-known children's presenter (and duck). Erh, actually there were loads of them because "Golden Bear" toys plan to launch



Childrens Channel (presenters and camera team)

Some of Edd's competitors had set up a rival Children's Channel, a recently relaunched satellite/cable channel were doing their afternoon kiddies show, "Roundabout". Inve. Sadly, this reporter was kept on the non-business side of the camera.

Hand and Lynx

The Lynx is a mighty buggler but very easy to use and with a



with "Afterburner" (with Supersound – who thinks they're going to do it, reloaded? No, me neither – give me a home computer any day.

TRIBULATIONS



them in Italy around the country. Later on this year, you'll also be in for Edd costumes for your Edd puppets (flying jackets, hot and goggles, for example!).

It's difficult to say whether the most interesting thing on the stand was Edd or the bowl of courtesy Smarmies.

stunningly clear colour screen. You don't really notice how small it is. Unfortunately, the advert (running on a giant Lynx video screen) featured groups of all-American high school kids sitting in their school toilets and linking their Lynx together while drawing challenges to each other. Blough!

Our Run/ Afterburner games (LCD screens) – supersound!

from one Ferrari to another... and "Our Run" – the LCD game. Along



FLIM '90

Jim Belushi, the man who can't say f... , f... , f... , delves into Hollywood with such panache that his socks sparkle!

The biggest of this month's big screen box-office blockbusters is bound to be bounding baby bonanza *Look Who's Talking*, which begins the fledgling career of openly bisexual John Travolta. Remember that groovy white suit and dangling medallion in *Saturday Night Fever*? No, nor do I. It was a very long time ago. Anyway, the little comedian who Kiste Alley as a single mother desperately searching for a suitable father for her new born sprig, The Kid itself, who's voice is played by discolored action man Bruce Willis, believes baby's first have to be the ideal candidate but young Kiste's not so sure...

Another pretty bit is *Chicago Joe* and the *Shogun* starring young comedian Kevin Costner and Brian's best-looking, Emily Lloyd as a GI and a Japanese girl, respectively, who go on a wild hot fenny rampage in wartime London. Just when you thought it was safe being a taxi driver... Also, look out for the latest addition to the new broopish heartrob brigade Ricky Ragsies in the newly titled *Bill and Ted's Excellent Adventure*.

Hollywood is the moment seems to be content to relive past glories with a host of sequels about to go into production. Most promising of these looks to be *Die Hard 2*, the *Harder*, or possibly *Another 48 Hours*, which sees Eddie Murphy and Nick Nolte reunited with director Walter Hill for a repeat of their 1982 action hit. Other re-makes on the cards include, in numerical order, *Young Guns II*, *Damns II* and *III* (being that back re-III is a la *Back to the Future*), *Alien II*, *The Godfather II* and, most depressing of all, *Rocky V* which is likely to feature big Sly's little boy Sage Sallone in a supporting role.



Wiggle those hips!

There's a lot of good vids due for release this month including two of the biggest box office smashes of the last year in *License to Kill* and *When Harry met Sally*. *License to Kill* is a limbo Dole's second outing in the role of DDT and this time our man is out to avenge his old mate Felix Leiter who's undergone some pretty nasty treatment at the hands of some evil South American drug barons. Other than that it's the same old story with *W* Belushi being shoten but not killed while performing all sorts of extremely unlikely looking stunts. Pretty good fun all



Wiggle that butt

the same.

When Harry met Sally has Billy Crystal, who played knight in that great spoof *White Trash*, and the lovely wonderful Meg Ryan to better looking Goldie Hawn for the rivarities! G-G Gally-



Trust that peckit it's heavenly!

something couple. I'mally getting their socks off after several years of thinking about it. Meg Ryan didn't but should have got an Oscar nomination especially for all those tentily convincing grunting and gasping sounds she performs over a cappuccino in a little coffee house.

Other video releases include New York stories, featuring three short films directed by *W* Belushi, *Francis Coppola* and *Martin Scorsese* and starring such legends as *Nick Nolte* and *Isabella Rossellini*. There's also the usual drassy action and horror flicks all of which you can read about in that wonderful magazine *Video Today*. I think you should buy it - you know it makes sense.



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and Fred has six. Johnny gives Billy one
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gives Johnny two apples and Fred one.
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below!

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